

SEGA CD™



A SEGA TRUVIDEO™ PRODUCTION



NFL'S GREATEST

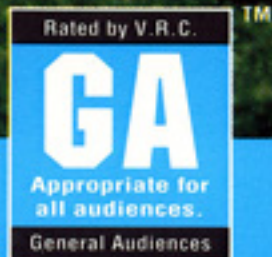
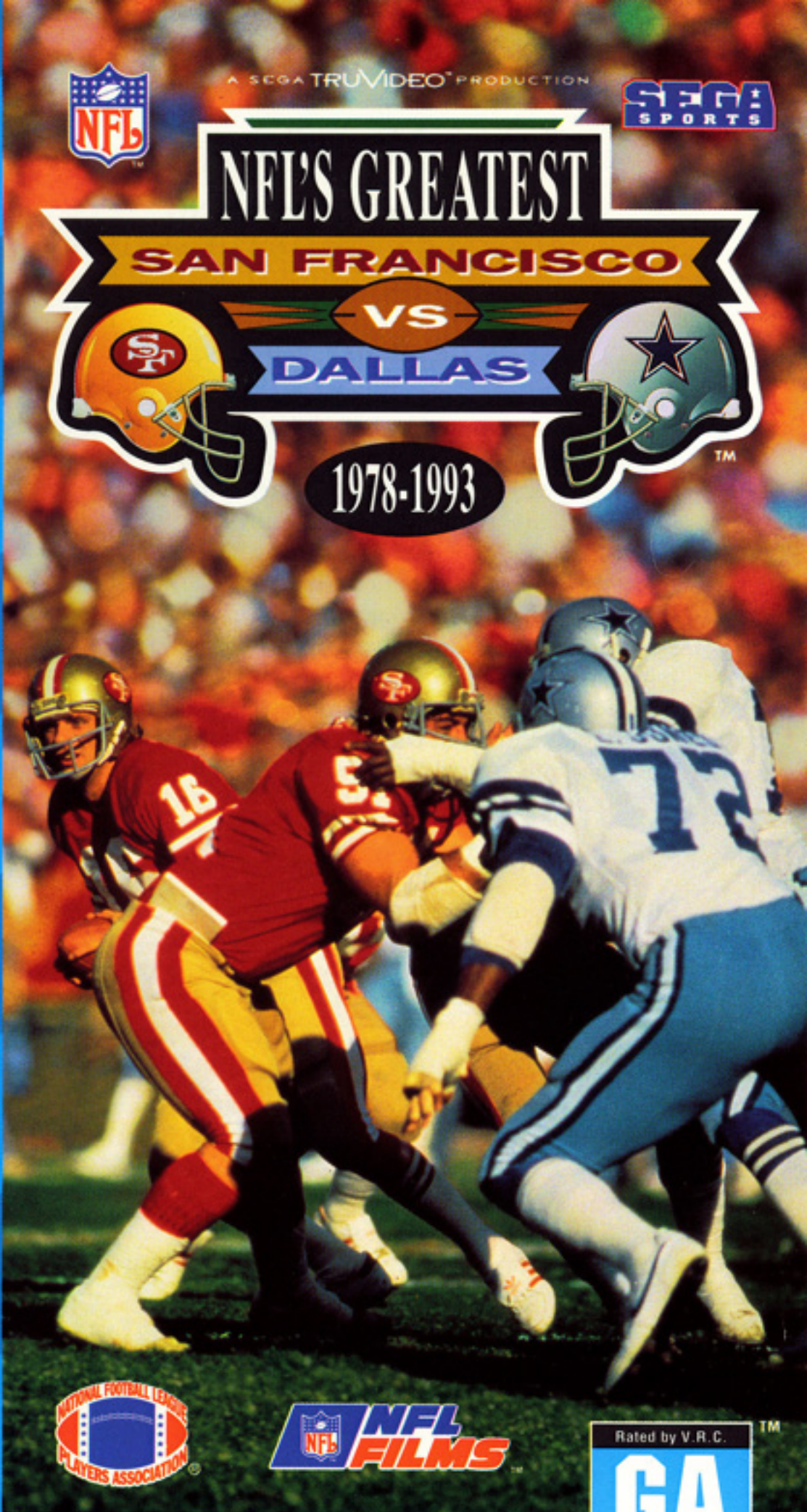
SAN FRANCISCO

VS

DALLAS



1978-1993



SEGA™

Warnings

READ BEFORE USING YOUR SEGA VIDEO GAME SYSTEM

Epilepsy Warning

A very small percentage of individuals may experience epileptic seizures when exposed to certain light patterns or flashing lights. Exposure to certain patterns or backgrounds on a television screen or while playing video games may induce an epileptic seizure in these individuals. Certain conditions may induce undetected epileptic symptoms even in persons who have no history of prior seizures or epilepsy. If you, or anyone in your family, has an epileptic condition, consult your physician prior to playing. **If you experience any of the following symptoms while playing a video game — dizziness, altered vision, eye or muscle twitches, loss of awareness, disorientation, any involuntary movement, or convulsions — IMMEDIATELY discontinue use and consult your physician before resuming play.**

Owners of Projection Televisions

Still pictures or images may cause permanent picture-tube damage or mark the phosphor of the CRT. Avoid repeated or extended use of video games on large-screen projection TVs.

About Audio Connectors

If the Audio connection is made to your television from the Sega CD, the Mixing Cable must be used to connect the headphone output jack on the front of the Genesis to the MIXING input jack on the rear of the Sega CD. If the Audio connection is made to your television from the Sega Genesis (using either the RF cable or a Video Monitor cable), the Mixing Cable must NOT be used.

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GAMEPLAY HOTLINE

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NOW YOU'RE COACHING IN THE NFL!

Think great pro football franchises, and you're likely to think of the San Francisco 49ers and Dallas Cowboys. Season after season, their games have ranked right up there among the NFL's most important and exciting.

Now, Sega's "The NFL's Greatest: San Francisco vs. Dallas" lets you relive electrifying highlights of past 49ers-Cowboys NFL action, including "The Catch" that beat the Cowboys and put the 49ers into the 1982 Super Bowl. When 'Niners' QB Joe Montana connected with wideout Dwight Clark in the end zone that cold winter afternoon in Candlestick Park in 1982, it epitomized the sort of titanic battles these two NFL powerhouses have waged over the years.

Recapture all that glory with Sega's "The NFL's Greatest: San Francisco vs. Dallas," which brings some of the NFL's most exciting football ever back to your TV screen, complete with play-by-play, cheerleaders and thunderous tackles.

Match Cowboy quarterback Troy Aikman's pinpoint passing arm against 49er QB Steve Young's scrambles. Revive Joe Montana in his prime, when he led the 49ers to four Super Bowl victories. Call a sweep that sends the 49ers Roger Craig around Cowboy defensive end Ed "Too Tall" Jones. Watch as Dallas tailback Emmitt Smith jukes his way for huge chunks of yardage.

"The NFL's Greatest: San Francisco vs. Dallas" is a compilation of the most exciting plays from past 49ers-Cowboys games. But "The NFL's

Greatest: San Francisco vs. Dallas" is more than just a highlight film.

With "The NFL's Greatest: San Francisco vs. Dallas," you're in control of the action: You pick the team you want to coach—the explosive 49ers or the powerful Cowboys. And you make the calls—a bomb to the 49ers' Jerry Rice or a corner blitz by the Cowboys' Everson Walls.

Then watch as the 49ers and Cowboys replay another exciting moment in NFL history!

How To Use This Guide

This guide contains the information you need to recreate exciting 49ers-Cowboys action.

"Starting Up" contains instructions to load the "The NFL's Greatest: San Francisco vs. Dallas" disc into your Sega CD-ROM system and suggestions for handling your compact disc.

"Take Control" shows you how to use the control pad when playing "The NFL's Greatest: San Francisco vs. Dallas."

"Pre-Game Ceremonies" describes the game options available with "The NFL's Greatest: San Francisco vs. Dallas."

"Putting Your Charges Through Their Paces" shows you how to select formations and plays during a game. It also contains information on several "coaching decisions" you can make during a "The NFL's Greatest: San Francisco vs. Dallas" game.

STARTING UP

1. Set up your Genesis system and plug in one or two control pads for 1-Player or 2-Player games.
2. Connect your Sega CD-ROM system for Genesis to your Sega Genesis system, and turn on your TV or monitor.
3. Make sure a cartridge is NOT in your Genesis system cartridge slot, then turn the power switch on the Genesis system ON. (If a cartridge is inserted in the slot at startup, the Genesis system defaults to cartridge play.)
4. When you see the SEGA graphics and the message, Press Reset to open the CD tray on your TV screen, press the reset button on your Genesis system.
5. Place the "NFL's Greatest: San Francisco vs. Dallas" compact disc in the tray label side up, so the words "SEGA CD" are visible.
6. Press the Start button on the control pad to close the Sega CD tray.
7. Press the Start button on the control pad to begin.

You may then see a RAM format warning screen (press Start to bypass this screen). You should then see a SEGA SPORTS screen, then an "NFL's GREATEST: San Francisco vs. Dallas" screen. If you don't see these screens, turn the power switch on the Genesis system OFF. Check that your Genesis and Sega CD systems are set up correctly (see your instruction manuals for details).

Make sure the Sega CD drive is connected properly to the Genesis system and that the compact disc is placed in the Sega CD drive correctly, label side up. Also make sure that the channel-switch setting (3 or 4) on the back of the Genesis system matches the channel selected on your TV set. Then turn the power switch on the Genesis system ON again.

Note: If the "NFL's Greatest: San Francisco vs. Dallas" compact disc is already in the Sega CD when you turn it on, the game will begin automatically after a few moments.

HANDLING YOUR COMPACT DISC

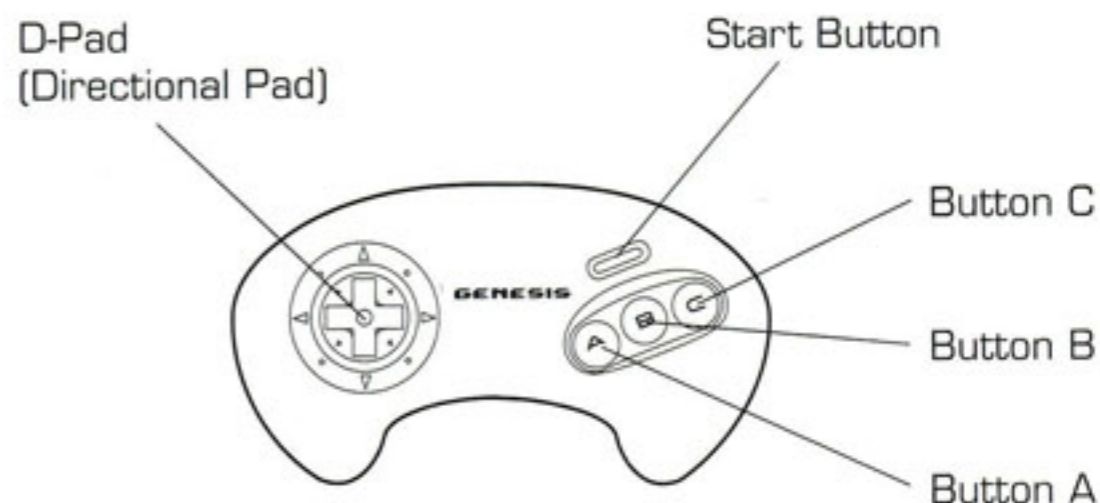
★ The Sega CD compact disc is intended for use exclusively in the Sega CD system for the Sega Genesis system.

★ Avoid bending the compact disc. Do not touch, smudge or scratch its surface.

★ Do not leave it in direct sunlight or near a radiator or other source of heat.

★ Always store the compact disc in its protective case for safekeeping.

TAKE CONTROL!



This section shows how to use the buttons on the control pad to make on-screen selections during the various phases of the game.

GAME SETUP

Button	Description
Start	<ul style="list-style-type: none">★ Closes Sega CD drive.★ Goes to the Game Options screen from the title screen.★ Steps through Demo sequence to start game.
D-Button	<ul style="list-style-type: none">★ Scrolls option-select cursor up and down through the Game Options.
A, B and C	Select among available choices with each Game Option.

GAME ACTION

Button

Start Coaching

Description

★ Starts and pauses game and displays Instant Replay and Coaching Decision screen during game.

★ Restarts game after pausing for Instant Replay or Coaching Decision.

D-Button

★ Right-left motion displays offensive and defensive formations and plays available.

A

★ Selects left-hand formation or play.

B

★ Selects middle formation or play.

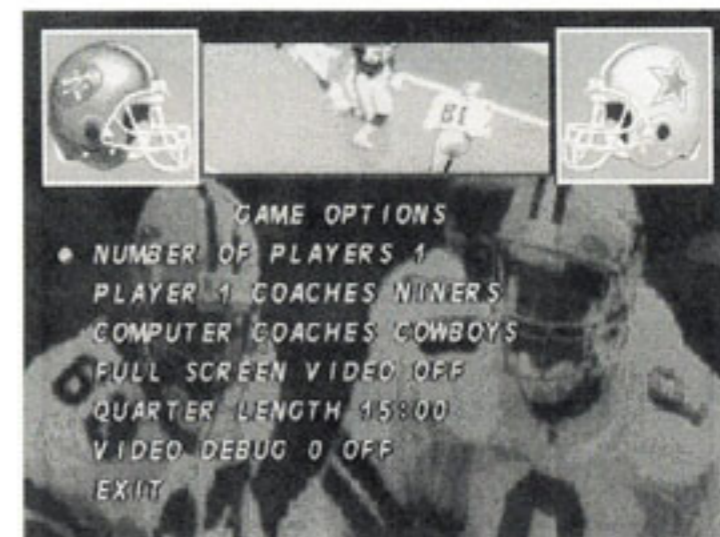
C

★ Selects right-hand formation or play.

PRE-GAME CEREMONIES

In "The NFL's Greatest: San Francisco vs. Dallas" contests, just as in a real NFL games, you must make a few pre-game decisions before kickoff. You must, for instance, decide which team you'll coach and the length of each quarter.

You make these decisions at the Game Options screen. (Press Start at the Sega screen to move to the Game Options screen.)



SELECTING GAME OPTIONS

To select a Game Option, first press the D-Button UP or DOWN to move cursor at the left of the screen to the Game Option you want to change. Then press the A, B or C button to review the choices available for that option.

Finally, when you're ready to begin a game, press the D-Button DOWN to move to EXIT and press A, B or C or press Start.

For example, to select a 1-Player game with you coaching the 49ers against the Sega-coached Cowboys, first press the D-Button UP to move the cursor to the "Number of Players" option. Then press A, B or C to display "1."

Then move the D-Button DOWN to the second option, Player 1 Coaches . . . (depending on previous game play, this may display Niners or Cowboys). Press the A, B or C button to display Niners.

Now move the D-Button DOWN to EXIT and press the A, B or C button or press Start to begin the game.

Here are descriptions of the Game Options.

Game Options

Number of Players

Choices

Description

- | | |
|---|---|
| 0 | This selects a Demo game, with the computer coaching both teams. |
| 1 | This selects a 1-Player game, with you coaching against the computer. |
| 2 | This selects a 2-Player game, with the player using control pad 1 coaching against the player using control pad 2. (A control pad must be plugged into controller port No. 2 to display this option.) |

Player 1 Coaches . . . Player 2 Coaches

Choices

Niners/Cowboys

Description

Press the A, B or C button to switch the two teams' names back and forth from "Player 1 Coaches Niners" to "Player 1 Coaches Cowboys" (for a 1-Player game) or "Player 1 Coaches Niners[Cowboys]" to "Player 2 Coaches Cowboys[Niners]" (for a 2-Player game).

Full-Screen Video

Choices

On/Off/Random

Description

This option lets you determine how much of the screen is used to display game action.

To use the full SegaVision screen to display game action, press the A, B or C button to select ON.

To use only a small version of the SegaVision screen to display game action, press the A, B or C button to select OFF.

To let the computer determine randomly whether to use the full or small version of the SegaVision screen, press the A, B or C button to select RANDOM.

Quarter Length

Choices

1 to 15 Minutes

Description

Press the A, B or C button to move from 15:00 to 1:00, 2:00, 3:00 and so on.

Exit

Description

Press the A, B or C button to leave the Game Options screen and start a game.

PUTTING THE 49ERS AND COWBOYS THROUGH THEIR PACES

Just as in real football, a "The NFL's Greatest: San Francisco vs. Dallas" game begins with coin toss, followed by a kickoff and return. You're first prompted to select from "Head" or "Tails" (use the D-Button to move between the choices, then press Start to select the one you want).

If you win the toss, you can elect to receive or kick off.

During the kickoff, you'll see the jam-packed stadium, complete with playing field, scoreboard and time clock, beneath a SegaVision screen displaying the kick and run back. Once the kickoff run back is "dead," the playing field scrolls into place, stopping where the referees spotted the football.

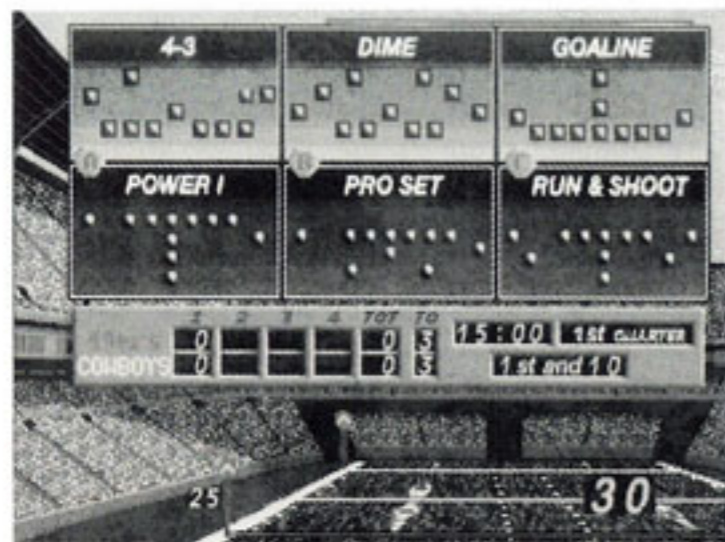
Now it's time for you to show off your play-calling abilities and overall football knowledge.

Selecting an offensive or defensive play is a two-step process, and—just like in the NFL—you have 40 seconds to make your choices or you're penalized five yards for delay of game.

In "The NFL's Greatest: San Francisco vs. Dallas" games, you select from an on-screen "playbook" that first lets you pick from six formations. After you pick a formation, you select a play from six plays available with that formation.

Selecting a Formation

The playbook first displays three of the formations available, in two rows, one row on top of the other. One row of formations, which show the location of each player before a play begins, shows the offensive formations. The other row shows the defensive formations.



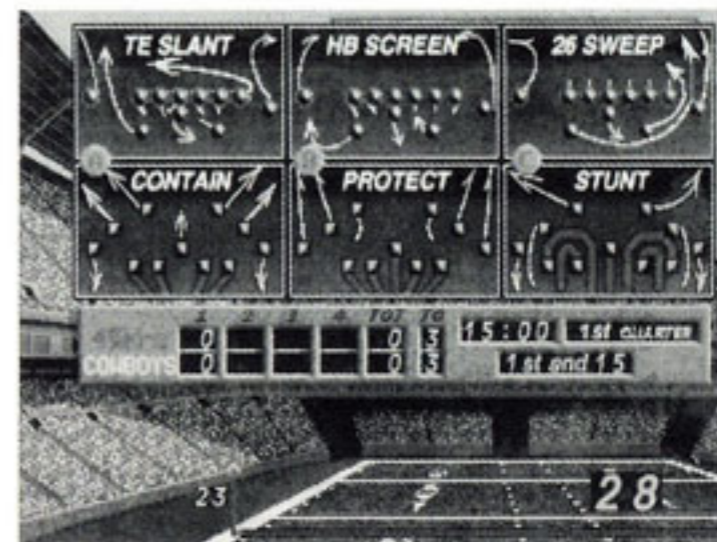
If you are coaching the 49ers, you select from the formations displayed in red. If you are coaching the Cowboys, you select from the formations displayed in blue.

To display the remaining three formations available, press the D-Button RIGHT or LEFT.

To select a formation, press the A, B or C button that corresponds to the formation you want. For example, press the A button to select the left-most formation, the B button to select the middle formation.

Calling a Play

After you've selected the formation you want, the playbook displays three of the plays you can run out of that formation. Each play is graphically illustrated to show the "route" key offensive players, such as flanker or halfback, run during the play.



If you're coaching the 49ers, you select from the plays displayed in red. If you're coaching the Cowboys, you select from the plays displayed in blue. Note that the route of the offensive player who gets the ball on this play is highlighted in yellow for the 49ers, red for the Cowboys.

To display the remaining three plays available, press the D-Button RIGHT or LEFT.

To select a play, press the A, B or C button that corresponds to the formation you want. For example, press the A button to select the left-most play, the B button to select the middle play.

Once you've made your selections, the screen displays your choices, then executes a play from a past 49ers-Cowboys game. Former and current 'Niner and Cowboy stars, such as 49er

QB Joe Montana or Cowboy running back Tony Dorsett, then go head-to-head again at your command.

When the play ends, your SegaVision screen displays the play's results—a gain of five yards, a loss of one, and so on. It then scrolls the field to place the ball at the new line of scrimmage.

You're now ready to select another formation and play and watch as the 49ers and Cowboys re-enact another great moment in NFL history.

When you've outsmarted your opponent—called a pass play that went for a TD, for example, or intercepted a pass—the SegaVision screen rewards you by displaying TD or Interception in huge letters.

Like NFL games, "The NFL's Greatest: San Francisco vs. Dallas" pauses for halftime festivities. Halftime gives you an opportunity to view game statistics and review your strategies.

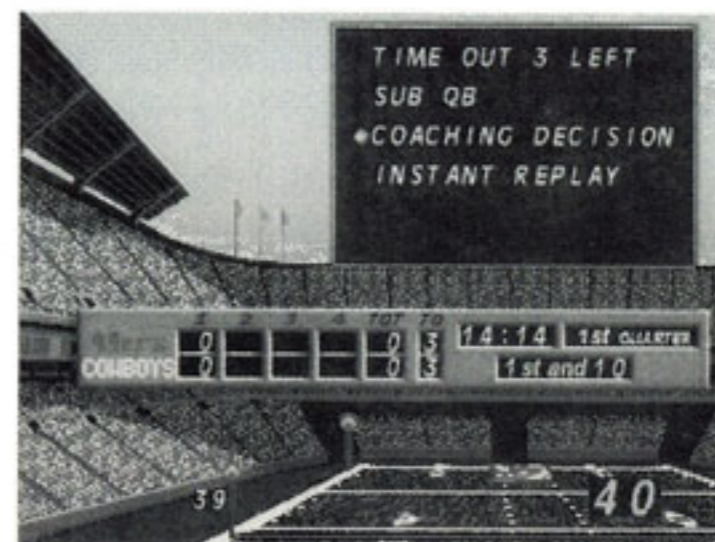
The second half, like the first, begins with a kickoff. Don't forget: The team that kicked off to begin the game receives the kickoff to start the third quarter.

Other Key Coaching Options

In addition to the Game Options and play-calling options already described, "The NFL's Greatest: San Francisco vs. Dallas" gives you control of the action in several other important ways.

You can, for instance, call a time out, make a quarterback substitution, even watch an instant replay of a particularly exciting play.

These options are available by pressing the Start button when the Play- or Formation-selection screens are displayed. After you press the Start button, your SegaVision screen gives you the following options:



As you can see, you can select between Time Out, Sub QB, Coaching Decisions and Instant Replay.

Use the D-Button to move the cursor UP and DOWN through the choices, then press the A, B or C button to make a selection.

Press the Start button to return to your game.

Here's a description of the options available.

Time Out!

Each coach gets three timeouts per half. Because timeouts are limited, it's important to use them wisely.

You should save them, for example, for when you want to stop the game clock near the end of the first half and fourth quarter or are about to be penalized for delay of game.

Substituting the Quarterback

After selecting Sub QB, you'll see a screen showing name of your "starting" QB. The QB choices available are Troy Aikman and Roger Staubach for the Cowboys, Joe Montana and Steve Young for the 49ers.

To substitute one QB for another, press the A, B or C button. This switches between the two quarterbacks' names.

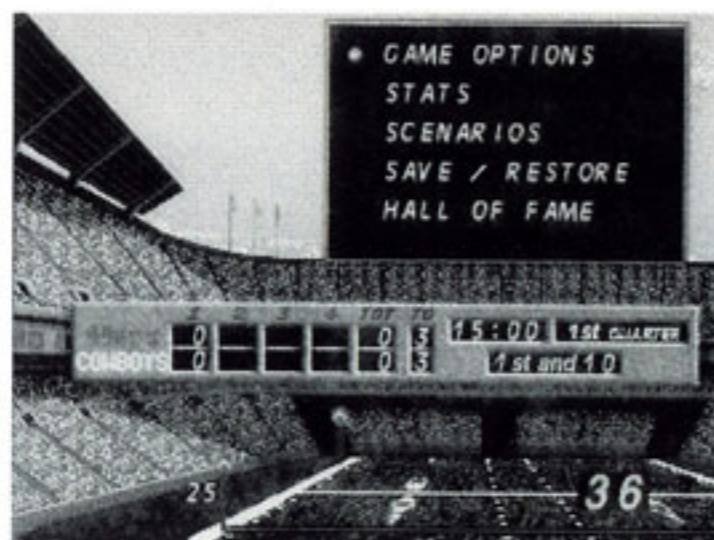
When you're satisfied with your selection, press Start to return to game play. When play resumes, you'll see the new QB under center.

Instant Replay

Pressing the A, B or C button when the cursor is beside Instant Replay, naturally, re-runs the previous play.

Coaching Decisions

After you select Coaching Decisions, you're given four more choices, as the following screen shows.



These options let you:

- ★ Return to the main Game Options menu.

- ★ Look at game Stats.
- ★ Play one of 10 specific game Scenarios.
- ★ Save an unfinished game or Restore a previously started but uncompleted contest.
- ★ View key information and photos of 28 Cowboys and 49ers stars of recent years.

You can press the Start button on the control pad at any time to resume game play.

Here's how to use the Coaching Decision options.

Reviewing Game Options

This returns you to the main Game Options menu. You can change any of the initial game options—length of quarter, for instance, or whether you coach the Cowboys or 49ers.

See "Selecting Game Options" for complete details on using the main Game Options menu. Then go to the Exit option and press Start to resume play.

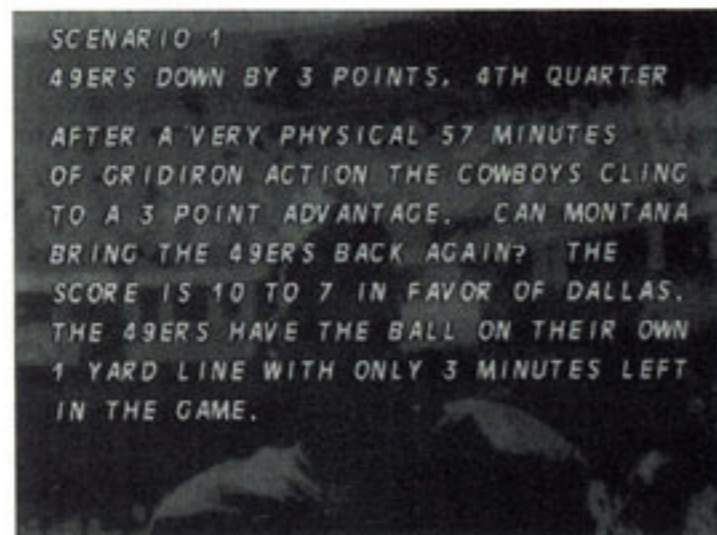
Viewing Game Statistics

Selecting Stats from the Coaching Decision screen displays key statistics from your game. These include the score, first downs, and pass attempts. Game statistics are also displayed half-time and at the end of a game.

Scenarios

This option lets you set up and then play one of 10 specific game situations, or "scenarios." These scenarios test your ability to make the right calls during particularly crucial situations—fourth down near the end of a game, for instance.

After selecting Scenarios, you'll see a screen displaying the following:



To view Scenarios 1 through 10, press the D-Button RIGHT or LEFT.

To select the scenario shown on your TV, press the A button. To leave the scenario, press Start.

NOTE: When play begins, you'll be playing with whatever Game Options you've already selected. For instance, if you were controlling the 'Niners with Joe Montana at QB, and the computer was controlling the Cowboys with Troy Aikman calling signals, you'll still control San Francisco and Joe Montana.

Save/Restore

After selecting Save or Restore, the SegaVision screen prompts you to Save Game 1 / 2 and Restore Game 1 / 2.

The Save options allow you to save two games to your Sega CD. These options not only save the score, they save the game at the exact moment you stopped it.

To return to a game without using the Save Game or Restore Game option, press the Start button on the control pad.

To save a game, move the D-Button UP and DOWN to position the cursor next to the appropriate "save game" line, then press the A, B or C button.

To load a saved game, use the D-Button to position the cursor next to appropriate Restore Game 1 / 2 prompt. This displays two lines, giving the score and point at which you stopped the game.

Press the A, B or C button to select the game you want—you'll see a Restore Game OK message—then press the Start button to start the game again.

Hall of Fame

The Hall of Fame option lets you look at 28 Cowboys and 49ers stars, along with their statistics. After selecting Hall of Fame:

- ★ Move cursor left, right, up or down to player wished to be viewed.
- ★ Press A button to view player.
- ★ Press A or Start button to leave player's screen to go back to the teams Hall of Fame screen.
- ★ Move cursor to exit to go to the Cowboys Hall of Fame screen and press A or Start button.
- ★ After viewing Cowboys Hall of Fame move cursor to the Exit and press A or start button to go back to the game screen.

LIMITED WARRANTY

Sega of America, Inc., warrants to the original consumer purchaser that the Sega CD compact disc shall be free from defects in material and workmanship for a period of 90 days from the date of purchase. If a defect covered by this limited warranty occurs during this 90-day warranty period, Sega will repair or replace the defective compact disc at its option, free of charge. This limited warranty does not apply if the defects have been caused by negligence, accident, unreasonable use, modification, tampering or any other causes not related to defective materials or workmanship.

To receive U.S. warranty service, call the Sega Consumer Service Department at this number:

1-800-USA-SEGA

To receive Canadian warranty service, call the Sega Canadian Consumer Service Department at this number:

1-800-872-7342

DO NOT RETURN YOUR SEGA CD COMPACT DISC TO YOUR RETAIL SELLER. Return the compact disc to Sega Consumer Service. Please call first for further information. If the Sega technician is unable to solve the problem by phone, he or she will provide you with instructions on returning your defective compact disc to Sega. The cost of returning the compact disc to Sega's Service Center shall be paid by the purchaser.

Repairs after Expiration of Warranty

If your Sega CD compact disc requires repairs after termination of the 90-day limited warranty period, you may contact the Sega Consumer Service Department at the number listed above. If the technician is unable to solve the problem by phone, he or she will advise you of the estimated cost of repair. If you elect to have the repair done, you will need to return the defective merchandise, freight prepaid and insured against loss or damage, to Sega's Service Center with an enclosed check or money order payable to Sega of America, Inc., for the amount of the cost estimate provided to you by the technician. If, after inspection, it is determined that your compact disc cannot be repaired, it will be returned to you and your payment will be refunded.

Limitations on Warranty

Any applicable implied warranties, including warranties of merchantability and fitness for a particular purpose, are hereby limited to 90 days from the date of purchase and are subject to the conditions set forth herein. In no event shall Sega of America, Inc., be liable for consequential or incidental damages resulting from the breach of any express or implied warranties.

The provisions of this limited warranty are valid in the United States and Canada only. Some states do not allow limitations on how long an implied warranty lasts, or exclusion of consequential or incidental damages, so the above limitation or exclusion may not apply to you. This warranty provides you with specific legal rights. You may have other rights which vary from state to state.

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- 1. HOW TO ENTER:** Completely fill out the registration card and mail it. Mechanically reproduced entries not eligible. Not responsible for printing errors, or for mutilated, late, lost, postage due or misdirected mail.
- 2. JUDGING:** There will be 4 drawings. Each of the drawings will take place on a quarterly basis, on or about March 31, June 30, September 30, and December 31, 1993. Winners will be selected at random from all entries received five (5) days before the drawing dates by Marden-Kane, Inc., an independent judging organization whose decisions are final. Only one prize per person, family, organization or household. If your registration card is received after any one of the drawings it will be automatically entered into the next drawing, except for the last drawing.
- 3. NOTIFICATION:** Winners will be notified by mail and will be required to sign an Affidavit of Eligibility and a Publicity/Liability Release which must be returned within 14 days from date of notification.
- 4. PRIZES:** There will be 1 prize awarded in each of the four drawings. Each prize consists of approximately 60 music CDs. Approximate retail value \$1,000.00 each. All taxes are responsibility of the winner. No prize substitutions, or transfers permitted.
- 5. ELIGIBILITY:** Sweepstakes open to all persons who are residents of the United States and its possessions, except employees and their immediate family members of Sega of America Inc., its divisions, subsidiaries, affiliates, advertising and promotion agencies. Void where prohibited by law.
- 6. WINNERS LIST:** For names of winners, send a self-addressed, stamped envelope to Sega CD Sweepstakes Winners, Inc., P.O. Box 712, Sayreville, NJ. 08871.
- 7. OFFICIAL SWEEPSTAKES RULES:** Sweepstakes subject to complete Official Rules. To obtain a copy of official rules send a stamped self-addressed envelope to Marden-Kane, Inc., Sega CD Rules, 1255 Post St. Ste. 625, San Francisco, CA 94109.

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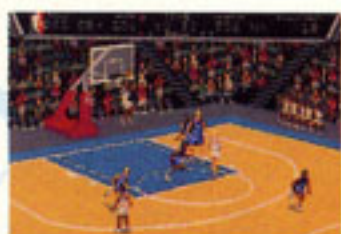
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NBA ACTIONTM'94



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AVAILABLE X-MAS '93

WIMBLEDON CHAMPIONSHIP TENNIS



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JOE MONTANA'S NFL FOOTBALL



AVAILABLE FALL '93

NFL'S GREATEST: SAN FRANCISCO VS. DALLAS



AVAILABLE FALL '93

WORLD SERIES[®] BASEBALL



AVAILABLE SPRING '94